

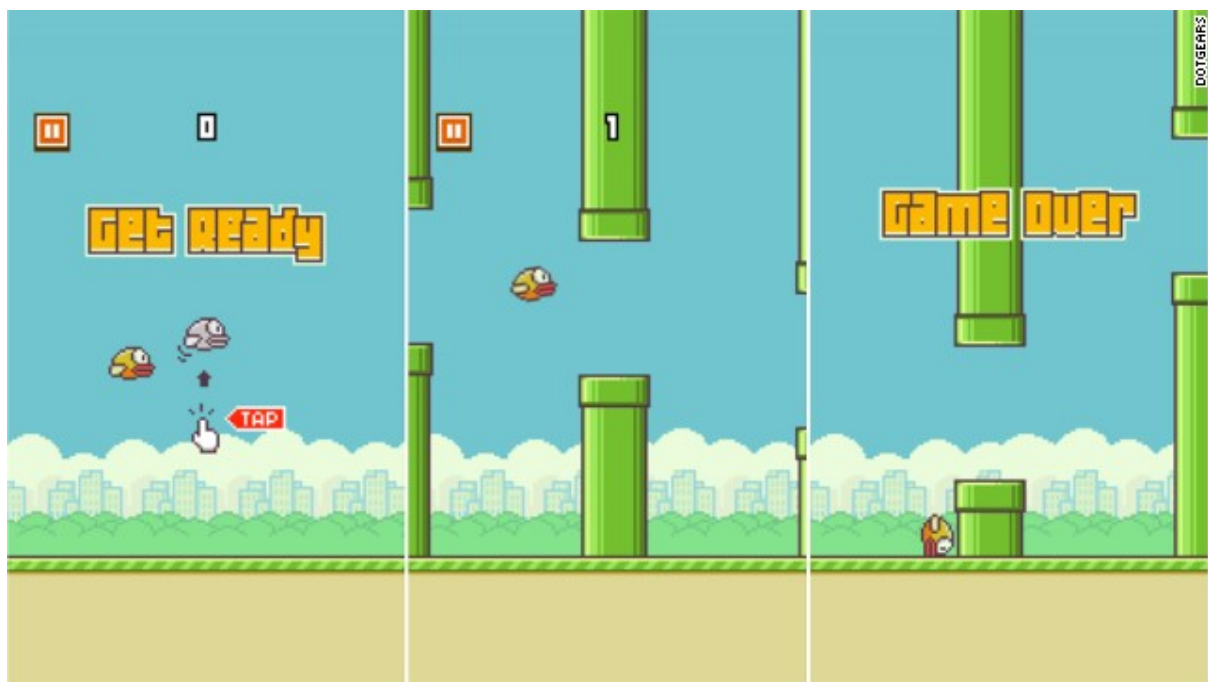
As the game is quite casual, the levels shall be fairly consistent from each other, making the user feel at ease whilst playing from one level to another. Without creating a large learning curve for the player.

The game will contain a number of constraints where the user is only able to use a limited about of gestures in order to play the game.

The game shall provide the user with feedback with the use of stars and points. Each level will contain a maximum limit of 3 stars which the player can achieve. Whilst the points shall not have a limit.

The game will contain mapping interaction rule, will consist of a pause and resume button.

The game mechanic will be similar to the well-known game called 'flappy bird'



In order to illustrate the design of the game, I have also attached a couple of design prototypes.

